City of FRESNING





Chemical Emergency.

Your Kids Know What to Do. Do You?

When it comes to chemical emergencies, your kids could teach you a thing or two. That's because every school child in Fresno is taught what actions to take should there ever be a significant chemical release. Want to be sure? Test them. Go ahead, ask them what to do when they hear the Emergency Alert System. Then, compare their answers to the instructions below.

Where to Go? What to Do?

Although the chance of a significant chemical release is small, the possible health effects could be serious. Therefore, it is important for you to know what to do. These chemical releases can occur quickly. For the first few minutes of an emergency, you will be on your own and you will need to rely on your senses.

If you smell a strong chemical odor, protect yourself immediately by going inside the nearest building, home or vehicle. This is called Shelter in Place and it's the best way to protect yourself and your family in the event of a chemical release. It works because the outside air does not mix quickly with the air in these spaces when they are closed or sealed. Shelter in Place protects you from the most toxic vapors as the cloud passes. See reverse side for Shelter in Place instructions.



HOME
Stay inside and Shelter In Place.



WORK / SCHOOLStay inside and Shelter In Place.



OUTDOORSGo into a building or vehicle. Shelter In Place.



IF PARKED

- 1. Shelter In Place. DO NOT start the engine!
- 2. Close windows, vents; turn off air conditioner/heater
- 3. Turn your radio to 580 AM-KMJ or KSKS 93.7 FM and listen for further instructions



IF DRIVING

- 1. Continue driving and obeying all traffic laws, unless directed
 otherwise by emergency personnel or traffic controls.
- 2. Close windows, vents; turn off air conditioner/heater.
- 3. Turn your radio to 580 AM-KMJ or KSKS 93.7 FM and listen for ☐ further instructions.
- 4. If your vehicle stalls, DO NOT start the engine. Shelter In Place.

Fresno Area Warning System

If there should ever be a significant chemical release, the following five "warning tools" and responses will help to keep you and you

1. Your Senses

If your eyes and throat burn and/or there is a strong chemical smell, trust your senses and Shelter in Place.

2. Emergency Alert System

In a serious chemical emergency that poses a significant threat to the health or safety of the public, Emergency Alert Systems, EAS, will notify the public through radio and television broadcast. You may be given instructions to evacuate or Shelter in Place, SIP. When an All Clear Signal is given, the EAS will provide instructions.

Warning Tools		Responses
	Your Senses	Shelter In Place.
	Emergency Alert System	Follow radio instructions.
	Emergency Services	Follow instructions from fire or police personnel.

3. Emergency Services

Working together, the Fresno City Fire Department, Police Department and local law enforcement will close roads to isolate and secure the affected areas. If necessary, they will help evacuate people. Follow their instructions.

4. Radio Alert Network

Designed to provide additional emergency response information to facilities with large populations. Schools and hospitals will be provided radios, should there be any emergency at a local school district or hospital, they can provide immediate instructions to their affected populations.

Shelter In Place

If you smell a strong chemical odor, trust your senses and take the following actions:



1. Go indoors immediately. Stay Calm.



2. Close doors and windows.



3. Turn off heaters, air conditioners and swamp coolers. Close fireplace dampers. Tape plastic over all vents.



4. Other precautions: if needed, cover nose and mouth with wet cloth and seal windows with tape or wet towels.



6. Remain Calm. Wait for additional instructions. Following an "all clear" message, air out your home.



5. Watch local television stations. Listen to 580 AM - KMJ or KSKS 93.7 FM.



Fresno City Fire Department 450 M Street, Fresno, CA 93721 (559) 621-4000 www.fresno.gov/fire



